

IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method of generating one of a plurality of display indicia on a gaming machine in synchronization with an adjacent gaming machine, the gaming machine including a display, ~~an emitter~~ a plurality of emitters, and a ~~sensor~~ plurality of sensors, the method comprising:
- detecting a first signal from ~~an~~ the emitter of the adjacent machine at one of the plurality of sensors wherein the one of the plurality of sensors is positioned proximally to ~~an~~ the emitter of the adjacent gaming machine[,]; and
- in response to the first signal, generating the one of the plurality of display indicia on the display and emitting a second signal from one of the plurality of emitters, wherein the one of the plurality of display indicia is selected from the plurality of display indicia based on which of the plurality of sensors detects the first signal.
2. (Currently Amended) The method of claim 1, further including:
- detecting a game-related event in a game executed on the gaming machine; and
- in response to the game-related event, emitting the second signal from the one of the plurality of emitters.
3. (Currently Amended) The method of claim 2, further including in response to the game-related event, generating ~~other~~ another display indicia of the plurality of display indicia on the display.
4. (Original) The method of claim 2, wherein the game-related event is a bonus feature.
5. (Currently Amended) The method of claim 1, wherein the display includes a plurality of lamps, and wherein the step of generating the one of the plurality of display indicia includes sequentially flashing the lamps.

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